

KRIEG COMBAT ENGINEERS

65–95 PTS



M	T	SV	W	LD	OC
6"	3	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Combat shotgun ASSAULT	12"	2	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
► Plasma pistol - standard PISTOL	12"	1	4+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1
Power weapon	Melee	3	4+	4	-2	1
Trench club	Melee	2	4+	4	0	1

AUFSTELLUNG

4-9x Krieg Combat Engineer oder Krieg Combat Engineer w/ Flamer oder Krieg Combat Engineer w/ Combat shotgun oder Krieg Combat Engineer w/ Remote mine (25mm)

1x Krieg Engineer Watchmaster (25mm)

Equipped with: Autopistol, Bolt pistol, Combat shotgun, Flamer, Hand flamer, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power weapon, Trench club

Wargear Options:

- This model's Autopistol and Trench club can be replaced with 1x Close combat weapon and 1x Flamer or 1x Close combat weapon and 1x Combat shotgun.
- This model's Trench club can be replaced with 1x Close combat weapon.
- Each Krieg Engineer Watchmaster can replace its Autopistol and trench club with Combat shotgun and close combat weapon.
- Each Krieg Engineer Watchmaster can replace its Autopistol with Hand flamer, Plasma pistol or Bolt pistol.
- Each Krieg Engineer Watchmaster can replace its Trench club with Chainsword or Power weapon.

ABILITIES

Grenadiers

Once per turn, you can target this unit with the Grenade Stratagem for OCP.



Remote mine

Once per battle, at the start of your Shooting phase, you can select one enemy unit within 9" of and visible to the bearer and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a VEHICLE or FORTIFICATIONS unit.

Designer's Note: *Place a Remote Mine token next to the unit, removing it once this ability has been used.*

Signal Flares

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is designated:

- While a unit is designated, that unit has +3" detection range.

WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

◆ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

